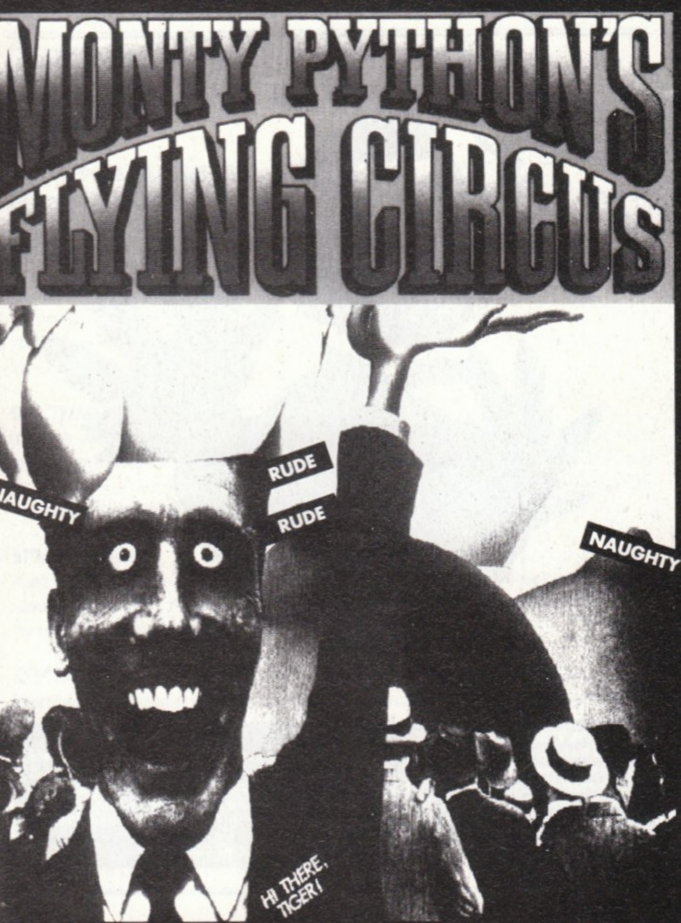
THE OFFICIAL
✶ HUNGARIAN ✶
PHRÃSE BÖKK



• COMPLETE WITH DANCE STEPS •

NO IT'S NOT! IT'S...


MONTY PYTHON'S
FLYING CIRCUS
NAUGHTY
RUDE
RUDE
NAUGHTY
HI THERE, TIGER!



INGREDIENTS:
Bits Of Rats, Ants, Bavarian Fish, Cornish Ram's Bladders, Skyron Blancmange, Lark's Spleens, Steel Bolts, Wombat Shoulder, Lupins, Albatross, Gannet, Anthrax, Cockroaches, Crunchy Frogs Legs, Vexed Voles, Cheese, Lark's Vomit, Mice, Birdwatchers' Eggs, Spam, Beans, And Spam, Dead Unjugged Rabbit Fish, Jugged Halibut, Spam, Chocolate Kup Kakes (Not The Ones With The Hard Chocolate Tops), Lemon Curry (Lemon Curry?), Monosodium Glutamate.
No Artificial Preservatives Or Additives Of Any Kind.No, Really.

HOW TO GET THIS GAME IN YOUR COMPUTER

COMMODORE 64 CASSETTE

Disconnect all external peripherals except the monitor or television. Turn on your Commodore 64. Hold down one of the SHIFT keys and tap the RUN-STOP key. When prompted to PRESS PLAY ON TAPE, do so. The program will now load and run automatically.

COMMODORE 64 DISKETTE

Disconnect all external peripherals except the disk drive and the monitor or television. Turn on your Commodore 64. Type LOAD "*",8,1 and press the RETURN key. The program will now load and run automatically.

SPECTRUM

Insert the Monty Python's Flying Circus cassette into the cassette deck and switch on the mains supply to your Spectrum. Press the 'J' key to display LOAD. Now hold down SYMBOL SHIFT and press 'P' twice. When LOAD "" is displayed, press ENTER and depress the play button on the cassette deck to automatically load and run the game.

SPECTRUM 128

Insert the Monty Python's Flying Circus cassette into the cassette deck and switch on the mains supply to your Spectrum. Use the built-in cassette load feature and depress the play button on the cassette deck to automatically load and run the game.

SPECTRUM +3

Insert the Monty Python's Flying Circus disk into the drive and switch on the mains supply to your Spectrum. Use the built-in disk load feature to automatically load and run the game.

AMSTRAD CASSETTE

Insert the Monty Python's Flying Circus cassette into the cassette deck and turn on your Amstrad. Hold down the CTRL key and press the small ENTER key. Depress the play button on the cassette deck to automatically load and run the game. Alternatively, type RUN "" and press ENTER before depressing the play button on the cassette deck.

AMSTRAD DISKETTE

Insert the Monty Python's Flying Circus diskette in the drive. Hold down a SHIFT key and press '@', then type CPM. Press RETURN to automatically load and run the game.

COMMODORE AMIGA

Disconnect all external peripherals except the monitor or television. Insert the Monty Python's Flying Circus disk into the disk drive and turn on your Amiga. The program will now automatically load and run.

ATARI ST

Disconnect all external peripherals except the monitor or television. Insert the Monty Python's Flying Circus disk into the disk drive and turn on your ST. The program will now automatically load and run.

IBM PC & COMPATIBLES

Two versions of the same program are available. A two-disk 5 1/4" incarnation, and a single-disk 3 1/2" equivalent. Turn on your PC and enter DOS (ie: access the C> prompt). Insert the Monty Python's Flying Circus Disk One into your 'A' drive and shut the door, so to speak. Type A: and press RETURN to access the floppy disk. Now you have two options. You can either install the game on your hard disk (C:) or run it from the floppy disks supplied. If you do own a machine with a hard disk drive, we recommend you install the program and play from there. In the event of corruption, you can always re-install the game from the floppy disks.

HARD FUN

From the C> prompt, create a directory into which the game can be installed by typing md <DIRECTORY NAME> followed by a press of the RETURN key - for example, md PYTHON (RETURN). Now type A: (RETURN) to access the floppy disk. At the A> prompt, type PINST C:\<DIRECTORY NAME> CGA or EGA (RETURN). The program will now install itself in the directory (NB! 5 1/4" users will be prompted to insert Disk Two at some point during installation). For example, PINST C:\PYTHON EGA will install an EGA version of Monty Python's Flying Circus in the directory PYTHON on the hard disk. To run the game from the C> prompt, type cd <DIRECTORY NAME> (RETURN) to enter the relevant directory (in this example, cd PYTHON). Now type either PCGA or PEGA for CGA or EGA versions respectively.

FLOPPY FUN

Playing the game from the floppy disks is even easier (although as mentioned before, there is a greater risk of corruption). Simply type PCGA or PEGA from the A> prompt to load and run the game.

HEY!

Owners of an AdLib Sound Board are in very much in luck, for it is supported by this very program. To play Monty Python's Flying Circus with enhanced AdLib sound, simply type <SPACE>/A after the required EXEcute command. So, for example, to play with EGA and AdLib, you would type PEGA /A followed by a press of the RETURN key.

OH YES, AND...

Tandy 1000 Series owners should turn on their machine, insert the Monty Python's Flying Circus Disk One into the disk drive and shut the door, so to speak. At the A> prompt, type PYTHON or PYTHON /A for AdLib compatibility followed by a press of the RETURN key.

LOADING PROBLEMS

Should you experience loading problems with this product, please - don't blame us. It's probably something to do with the alignment of the planets causing a fluctuation in the Earth's magnetic field and consequently affecting its disposition. Alternatively, it could be tired and shagged out after a long squawk. So, please, accept our apologies and return the defective software to the retailer from which it was purchased and exchange it for a more considerate and cooperative copy.

CAUTION!

Cassettes and diskettes are magnetic media. Do not expose them to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back-up' this data as it may be destroyed in the process. Virgin Games Ltd accepts no responsibility for cassettes of diskettes damaged as a direct result of infringement of copyright.



Appenzeller

PLAY CHEESESHOP!

Yes, this exciting new game comes FREE with this exciting new software! Fun for all the family (and that includes you, Granny)! The rules are simple (and fun) and go like this: you are Mr Mousebender the customer and the computer is Henry Wendsleydale, Purveyor Of Fine Cheese To The Gentry And The Poverty Stricken Too and owner of Ye Olde Cheese Emporium. Mr Wendsleydale will show you a cheese and you must tell him what it is. This is done by having fun and moving the joystick either left or right until the name of the cheese shown appears. Now here comes the moment of truth. Press the firebutton. If Mr Wendsleydale agrees with your choice of cheese, you win and get another go. If Mr Wendsleydale does not agree with your choice of cheese, then you got it wrong and get another go. If Mr Wendsleydale disagrees with your choice of cheese more than once, then the game is over and you must reload and start all over again. If Mr Wendsleydale agrees with your choice of cheese twice, then the game is over and you have to play a forfeit.

FORFEITS

The forfeits in Cheeseshop are chosen by Mr Wendsleydale, who, apart from his enviably extensive knowledge of dairy-related comestibles, happens to be more than a little bit partial to a devilishly devious party game, the likes of which has not been witnessed since the terrifying reign of The Spanish Inquisition in the latter, or possibly former half of whatever century it was. Alternatively, he may force you to play Monty Python's Flying Circus instead.

HOWEVER!

Owners of IBM PCs (And Compatibles) are very lucky fellows indeed. Even though their knowledge of cheese may prove inadequate, they still have to play the forfeit, only a little bit slower than usual.



Bel Paese

AN APOLOGY

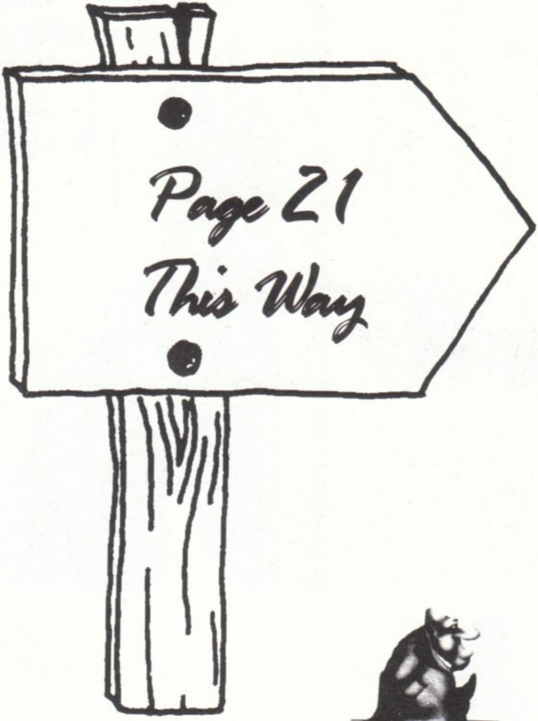
We apologise for the temporary loss of colour. We trust that this in no way will spoil your enjoyment of this programme. Please rest assured that we are doing all that we can within our power to rectify this unfortunate situation in which we find ourselves. We say 'we' because, contrary to popular belief, we (that is to say 'us') believe in providing a friendly and inviting (some might say a little too intimate at times) service to our readers, and it does rankle (God how it guts us) to see such a poor - nay pathetic display of quality. A filthy, unpleasant level of incompetence. A nasty, putrescent beastly excreta, the likes of which are best left unmentioned. A foul pestilential ugly horrific smell. A corpusculent pus-filled emanation, a plaguey ulcerous febrile deposit. A nasty contageous nauseating pyretic infection, a purulent festering cankerous malignant vile running poison. I... I want to apologise, humbly, deeply, and sincerely. I know you are good kind people, but to us it's a vast bowl of pus. I can't give you any excuses for it - there are no excuses. So on behalf of Virgin Games, my wife, Mrs Jodrellbank from Ongar, and of course myself, may I say how deeply, truly, and unselfishly sorry we all are.

Sorry...It's not my fault.
I didn't want to be an apologist.
I wanted to be a lumberj...

THE SEARCH FOR PAGE 21

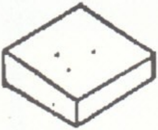
Starring Anton Wimble



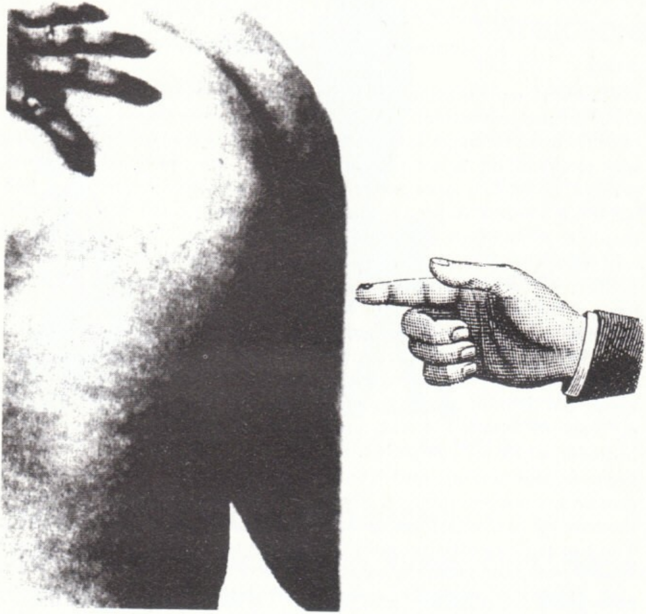

Page 21
This Way







Cheddar



THE BOTTOM OF THE PAGE

THE NOT AT ALL TEDIOUS PROGRAMMERS PAGE

By Norman Antidisestablishmentarianism

It's not at all tedious being a programmer you know, not like many people are in fact inclined to think. Let me say how very pleased I am to be allowed to set the matter straight. I think I can do little worse than to begin describing why programming is not tedious as far as I am concerned, and then, perhaps, go on to a more general explanation of why programming as a whole is not boring. As soon as I awake in the morning, at 7.00am precisely, thanks to the diligence of my mother, I perform a few octal to hexidecimal conversions in my head to limber up and prepare myself for the hectic and exciting day ahead. I arrive at the breakfast table at exactly 7.05am, having mentally converted the hexidecimal into binary while dressing, whereupon I consume my breakfast. This in itself is a most stimulating event as it provides the opportunity to reproduce the binary tree structures constructed in my dreams whilst I slept with the mixture of Honey Nut Loops and AllBran strands from my Tony The Tiger bowl. At 7.23, with my appetite satisfied, I wish my mother good day and return to my bedroom, where my computer awaits and the real excitement is ready to begin. By this time my heart is pounding 10 to the dozen, and I can hardly contain my aroused intellect. Power extreme! I turn on my computer. I then sample the fruits of my labour from the previous day's programming. This is usually one of the most thrilling moments, as sometimes my program stops working and I won't know why, so I have to search for corrupted data and... [Publisher's Note: 23 pages deleted from this point] Many people who regard programming as tedious seem to think that all programmers are the same, when in fact nothing could be further from the truth. Some programmers program in 'BASIC', some in 'Machine Code', and some in their trousers (harharharharharhar - a little joke there). But no, it's not at all tedious, and I won't hear a bad word said against it. Not one. Eh? Sorry - I'm as deaf as a post.



D O - I T - YOURSELF INSTRUCTIONS

Stick the inside the and press the . When the stands to attention, remove the . You are now ready to . The object of this game is to the as quickly as possible, without incurring any penalties. Avoid the and collect the , but not the . And whatever you do, never the with the . When the is , that's your lot. Hold the to again.

WORDS YOU MIGHT FIND USEFUL

Bend, Thrust, Pump, Hair, Rump, Blue, Horse, Spank, Pipe, Pork, Wobble, Wibble, Wabble, Wubble, Winkle, Tinkle, Scream, Groan, Flange, Bum, Grunt, Throb, Wink, Pink, Spurt, Throat, Fish, Fishy, Fish.



AN APOLOGY

We would like to apologise for the poor quality of the writing in the above instructions. It is not our policy to get easy laughs with words like bum, (snigger) winkle, and (titter) tinkle.

These are the words that are not to be used again in this manual.

B*M, W*NKLE, T*NKLE, F*RK, P*X, SEMPRINI





Danablu

"SEMPRINI?"
OY! OUT!



AND NOW...
A WORD FROM OUR SPONSOR



A Doctor Of Applied Nutritionism, 42b Harley Street (Slough)

LETTERS TO THE EDITOR



Sir,
What a blinder!
Yours
King Harold

The Editor Replies: I can certainly see why you felt compelled to write to me. My advice to you if it happens again is to tell your husband firmly and in no uncertain terms that you will inform his mother that he's been a very, very naughty boy, and that all his friends will have to go home, his pocket money will be suspended, and he will go to bed without any tea. If all else fails, smack his bottom with a birch plank.

Sir,
I've seen some manuals in my time but this one takes some topping!
Yours Sincerely
Mr P Arkwright, DC-10 Pilot (Retired)

The Editor Replies: No, you are not abnormal. There's nothing to be ashamed of - everybody does it, it's just that most people will not admit to it. That said, I would advise you not to use the petroleum jelly in conjunction with the haddock, as it might result in a permanent injury and cause some confusion at your local hospital.

Sir,
Do you feel that Fellini's work relies too heavily on symbolism and ritual?
Yours
Blaise Pascal

The Editor Replies: Look, what's wrong with aardvarks? It's only the RSPCA that objects. Oh, and the local constabulary. As far as I am personally concerned, I think it's an infringement of human rights. One should be able to express oneself in this manner without fear of prejudice or legal retribution if one's feelings are genuine enough, and provided it's within the privacy of one's own home.

Sir
My ant's got no noses.
Michael Ellis

The Editor Replies: No, you can't get pregnant in this manner. However, I would recommend that you see a doctor immediately to deal with any possible infection. You should then pop along to see your psychiatrist. Failing that, keep it in the family.

Sir
Semprini?
Chri... IIIIIIEEEEEERRRKKK!

CHEESE: THE UNTOLD TRUTH

"I was about 17 and some mates and me went to a party, and, er... we had quite a lot to drink... and then some of the fellows there... started handing... cheese around... and well just out of curiousity I tried a bit... and well that was that. Some of the guys started dressing up as mice a bit... and then when they'd got the costumes on they started... squeaking. I was shocked at first. But, er... gradually I came to feel that I was more at ease... with other mice. It's not a question of wanting to be a mouse... it just sort of happens to you. All of a sudden you realise that's what you want to be..."



"Well, er, then you steal some cheese, Brie or Camembert, or Cheddar or Gouda, if you're on the harder stuff. You might go and see one of the blue cheese films... there's a big clock in the middle of the room, and about 12.50 you climb it and then... eventually, it strikes one... and you all run down."

ONLY FOUR PAGES TO GO TO PAGE 21!



Danbo

VIEWING GUIDE

BBC1

9.30 VICTORIA REGINA

The inspiring tale of the simple crofter's daughter who worked her way up to become Queen Of England and Empress of the Greatest Empire television has ever seen.

9.40 ETHEL THE FROG

The violence of British Gangland. The rise and fall of the notorious Piranha Brothers, Doug and Dinsdale, who after one of the most extraordinary trials in British history, were recently sentenced to 400 years imprisonment for crimes of violence.

10.00 THE NAUGHTIEST GIRL IN THE SCHOOL

Starring the men of the 14th Marine Commandos.

10.30 NORMANDY: AN INVASION

Documentary performed by the girls of Oakdene High School, Upper Fifth Science.

11.00 THE WORLD OF HISTORY

The question of 18th Century social legislation - its relevance to the hierarchical structure of post-Renaissance society, and its impact on the future of parochial organisation in an expanding agrarian economy. All with a bit of fun and Professor Gert Van Der Whoops of the Rijksmuseum in the Hague. Plus the premiere of the Batley Townswomen's Guild's re-enactment of the Battle Of Pearl Harbour.

11.30 SPECTRUM

Looks at one of the major problems in the world today - that old vexed question of what is going on. Talk to Alexander Hardacre of the Economic Affair Bureau, Professor Tiddles of Leeds University and a professional cricketer.

12.00 GRANDSTAND

12.10 THE UPPERCLASS TWIT OF THE YEAR SHOW

From Hurlingham Park. In this, the 127th show, we see Vivian Smith-Smythe-Smith (who has an O' level in chemo-hygene), Simon-Zinc-Trumpet-Harris (married to a very attractive table lamp), Nigel Incubator-Jones (his best friend's a tree, and in his spare time he's a stockbroker), Gervaise Brook-Hampster (is in the Guards, and his father uses him as a wastepaper basket), and Oliver St John-Mollusc (Harrow and the Guards, thought by many to be this year's outstanding twit).

1.10 A ROOM IN POLONIUS'S HOUSE

Racing with Brian McNutty from Epsom. Live from the High-Street Epsom, the 3.15 Queen Victoria Handicap. Plus, live from Redcar, the 3.30 Wife-Swapping with Johnny Rickmansworth.

1.20 FORMULA 2 CAR RACING

From the oyster beds.

1.30 THE THIRD TEST MATCH

Pier Paolo Pasolini's moving account. Stars Red Titmus and Ray Illingsworth.

1.40 CRICKET

Warwickshire against the legendary Batsmen of the Kalahari.

2.00 BOXING

For the Heavyweight Championship of the

world. The Champ versus The Killer. People say that the kid ought to be buried, just because his head's come off in his last six fights, but this courageous headless little southpaw from New York should show the Killer, who's killed more than 20 people in his boxing career, a thing or two.

3.00 MORE BOXING

From the Empire Pool, Wembley. A main Heavyweight bout for the Oxford Professor of Fine Art between British and Empire Heavyweight Champion Jack Bodell and Sir Kenneth Clark. This is the first time these two have met so there should be some real action. A triumph of Classical over Gothic.

3.30 WIMBLEDON

Plucky little Scottish tailor Angus Podgomy versus blancmange in the first ever Intergalactic Wimbledon.

4.00 THE HIDE-AND-SEEK SECOND LEG

The Final, from Trafalgar Square. Paraguay's Franciso Huron seeks out Don Roberts from Hinckley in Leicestershire.

4.15 RAIN STOPPED PLAY

Peter West and Brian Johnston star in a wacky new comedy series about the gay exploits of two television cricket commentators. With EW Swanton as Aggie the kooky Scots maid.

4.45 THE CLASSICS

The first in a new series of 26 episodes of John Galsworthy's Snooker My Way, with Nyree Dawn Porter repeating her triumph as Joe Davis.

5.00 OWZAT!

Comedy with Jim Laker as a bachelor bowler. Also stars Anneley Brummond-Haye on Mr Softee as his wife.

6.30 NATIONWIDE

The programme that does rather wet things nationally, and also gives you the chance to see some rather wet items in the Regions. Tonight: the latest theory that sitting down regularly in a comfortable chair can rest your legs.

7.00 INTERESTING PEOPLE

This week, Mr Howard Stools from Kendal in Westmoreland, who's only half an inch long, Mr Thomas Walters of West Hartlepool, who is totally invisible, and Mr Keith Maniac from Guatemala who claims he can send bricks to sleep by hypnosis. Plus! A short discussion with Mr Arthur Frampton, who has three buttocks, and Mr Arthur Ewing, who plays The Bells Of St Mary's on his mouse organ.

7.30 THE CHEAP-LAUGHS

Comedy with innuendo and custard pies - and the trousers aren't the only things to fall down!

8.00 IT'S THE MIND

A Weekly Magazine Of Things Psychiatric. Mr Boniface examines the phenomenon of deja vu, that strange feeling we sometimes get that we've lived through something before, that what is happening now has already happened.

8.00 IT'S THE MIND

A Weekly Magazine Of Things Psychiatric. Mr Boniface examines the phenomenon of deja vu, that strange feeling we sometimes get that we've lived through something before, that what is happening now has already happened.

8.30 THE ATTILA THE HUN SHOW

Comedy as our 'The' mercilessly sweeps across Central Europe. Starring Attila The Hun, Kay Sludge as Mrs Attila The Hun, Ty Gudrun and Nik Con as Jenny and Robin Attila The Hun. With Music by the Hunlets.

PAGE

21

9.00 THE NINE O'CLOCK NEWS
With Richard Baker.

09.06 SIX MINUTES PAST NINE

9.30 YES IT'S THE SEWAGE FARM ATTENDANTS
This week Dan falls into a vat of human dung with hilarious consequences.

10.00 TEN O'CLOCK

10.15 PANORAMA
Return of the popular series, introduced as usual by Tony Jacklin. This week Lulu tackles the Old Man Of Hoy.

10.45 MATCH OF THE DAY
Highlights of this afternoon's big games, including Mrs Robinson versus Manchester United, and Southampton versus Mrs Rogers.

11.15 COME WIFE-SWAPPING
Angela Rippon hosts The North West versus The South East.

12.00 WORLD FORUM
The third round of this quizzical debate. On the panel tonight: Karl Marx (founder of modern socialism and author of the Communist Manifesto), Vladimir Ilich Ulyanov (better known to the world as Lenin, leader of the Russian Revolution, writer, statesman, and father of modern communism), Che Guevara (Cuban guerilla leader), and Mao Tse Tung (leader of the Chinese Communist Party since 1949).

12.30 SATURDAY NIGHT AT THE MOSCOW PRAESIDIUM
Starring Eartha Kitt.

1.00 THE BOLS STORY
The story of Holland's most famous aperitif.

1.30 FILM
SALAD DAYS (1971)
Sam Peckinpah moves into calmer, more lyrical waters with his treatment of Julian Slade's most sensitive work.

2.00 IS THE QUEEN SANE?
With Mr Orbiter-5. Followed by INTERRUPTION.

2.30 FILM
GUNFIGHT AT THE OK CORRAL (1923) *The Morse code version.*

BBC2

9.30 OUTLOOK
A tough, abrasive look at Camel Spotting with Peter, a former Yeti spotter.

10.00 ERIZABETH L
Episode Thlee: The Almalda. A message flom Sil Flancis Dlake sperrs tlouble fol arr concelned. Dilected by that famous Itarian Dilector Signol Ruchino Visconti Yakamoto.

10.30 MEASURE FOR MEASURE
An underwater rendition of one of Shakespeare's finest works.

12.00 DECISIONS
Current affairs affair with Lord Interest and Sir Dividends.

1.00 FARMING CLUB
A look at the Ministry's latest preventative proposals to deal with a possible outbreak of foot and mouth. Plus a talk with a man who believes that milk yields can be increased dramatically. And a Farming Club Special: The Life Of Tchaikovsky.

1.30 IT'S A LIVING
More fat fees for all concerned.

2.00 THE TOAD ELEVATING MOMENT

Featuring Mr Pudifoot who, as it happens, has something of a tendency, when the mood takes him, which is more often than not, to say things in a very, how shall we say, roundabout way. Plus Mr Ohn Ith, who only speaks the ends of words and comes from Essex. Mr J Sm, who only speaks the beginnings of words, and Mr ...oh... ...i... who speaks only the middles of words.

2.30 NJORL'S SAGA

Part Two of this terrible - that's to say, terribly violent - Icelandic saga.

3.30 FORUM

A discussion of censorship between Derek Hart, The Bishop of Woolwich and a nude man. Plus, join your host Kenny Lust, live from the refreshment room at Bletchley, with Ken Buddha and his inflatable knees, and a song and a dance with Brian Islam and Brucie.

4.00 KIERKEGAARD'S JOURNALS

The semi-final of Episode Three, starring Richard Chamberlain, Peggy Mount and Billy Bremner.

4.30 PROBE

Could bullfighting be safer? Brigadièr Arthur Farquar-Smith, Chairman of the British Well-Basically Club says "Well, basically..."

5.00 THE LEICESTER BYPASS

Repeat.

6.00 DAD'S NAVY

Re-heat.



Edamer

6.30 THE GREAT DEBATE

Number 31. TV4 or not TV4? Should there be another television channel or not? On tonight's programme the Right Honourable Mr Ian Throat MP (Minister for Broadcasting), Sir Abe Sappenheim (Chairman of the Amalgamated Money TV), Lord Kinwoodie (Shadow Spokesman for Television), and television critic Patrick Loone. Introduced by Ludovic Ludovic.

7.30 SPOT THE LOONY

On tonight's panel: Gurt Svensson (Swedish mammal abuser and part-time radiator), Dame Elsie Occluded (historian, wit, bon viveur and rear half of the Jonhson brothers), and Miles Yellowbird (up high in banana tree, the golfer and inventor of Catholicism).

8.00 THE MONEY PROGRAMME

A look at money. Lots of it.

8.30 IT'S A TREE

With Arthur Tree and a host of star guests as star guests. Plus a fabulous Spruce, back from a tour of Holland, and an unusual guest - a piece of laminated plastic.

9.00 A PARTY POLITICAL BROADCAST ON BEHALF OF THE NORWEGIAN PARTY

With subtitles for the hard of fjording.

9.06 SIX AND A HALF MINUTES PAST NINE

9.10 GEORGE I

Episode Three: The Gathering Storm. The third in a new 116-part serial about the famous English King who hasn't been done yet.

9.30 MONTY PYTHON'S FLYING CIRCUS

A history of Irish agriculture.

10.00 HOW TO RECOGNISE DIFFERENT TYPES OF TREE FROM QUITE A LONG WAY AWAY

Episode Three: The Horse Chestnut. The Horse Chestnut.

10.30 A BOOK AT BEDTIME
Tonight Jeremy Toogood reads Redgauntlet by Sir Walter Scott.

10.45 BICYCLE REPAIR MAN
Is it a Stockbroker? Is it a Quantity Surveyour? Is it a Church Warden? No, it's Bicycle Repair Man. Wherever bicycles are broken or menaced by International Communism, Mr FG Superman is his alternative alter-ego is ready.

11.00 THE WORLD AROUND US
The Mouse Problem. Harold Voice looks at the growing social phenomenon of Mice and Men. What makes a man want to be a mouse?

11.30 LIFE
Wolfgang Amadeus Mozart continues to look at some famous deaths, including Genghis Khan, conqueror of India.

12.00 THE EPILOGUE: A QUESTION OF BELIEF
Monsignor Edward Gay (visiting Pastoral Emissary of the Somerset Theological College and author of a number of books about belief, the most recent of which is the best seller My God), and Wigan's Tom Jack (Professor of Modern Philosophy at the University of East Anglia, humanist, broadcaster, lecturer and the author of the book Hello Sailor) determine the existence or non-existence of God by two falls, two submissions or a knockout.

12.30 FILM - DAVID O SELTZER PRESENTS... RIP CLINT IN
Starring Dr E Henry Thripshaw's Disease.

1.00 FILM - JULIUS CAESAR (1969)
A unique event in cinema history, with the entire performance on an Aldis lamp.

2.00 FILM
GENTLEMEN PREFER BLONDES (1971) A smoke-signal version of that old favourite amongst old favourites.

ITV

9.00 THE GOLDEN AGE OF BALLOONING
Part Two: The Montgolfier Brothers In Love (Not With Each Other, Obviously). Special Guest Star: His Royal Majesty, Louis XIV of France.

9.30 PUSS-IN-BOOTS
A new version of an old favourite. With special guest interference from the Police Department Of The State Of Venezuela.

10.00 AN APPEAL FOR SANITY
By the Reverend Arthur Belling

10.10 BLOOD, DEATH, DEVASTATION, WAR AND HORROR
A talk with a man who talks entirely in anagrams and who is working on an anagramatic version of Shakespeare's Mating Of The Wersh. Plus a man who does gardening.

10.40 A PARTY POLITICAL BROADCAST ON BEHALF OF THE WOOD PARTY
With the Rt Hon Lambert Warbeck.

10.45 THRUST
A Quite Controversial Look At The World Around Us. Anne Elk (Miss) theory about the brontosaurus.

11.15 IT'S THE ARTS
Talks to Sir Edward Ross, back in this country for the first time for five years to open

a season of his works at the National Film Theatre. Plus an interview with one of the world's leading modern composers Arthur 'Two Sheds' Jackson. And Pablo Picasso does a specially commissioned painting while riding a bicycle - a Viking Super Roadster with the drop handlebars and the dual-thread wheeltrims and the Wiley-Prat 20-1 synchromesh. Plus! Why is it that no-on ever remembers the name of Johann Gambolputty de von Ausfern-schplenden-schlitter-crasscrenbon-fried-digger-dingle-dangle-dongle-dungle-burstein-von-knacker-thrasher-apple-banger-horowitz-ticolensic-grander-knotty-spelltinkle-grandlich-grumblemeyer-spelterwasser-kurstlich-himbleeisen-bahnwagen-gutenhabend-bitte-ein-nurnburger-bratwustle-gerspurten-mitz-weimache-luber-hundsfut-gumberaber-shonendanker-kalbsfleisch-mittler-aucher von Hautkopt of Ulm, thought by many to be the greatest name in German Baroque music. Mr Figgis talks to Karl Gambolputty de von Ausfern-schplenden-schlitter-crasscrenbon-fried-digger-dingle-dangle-dongle-dungle-burstein-von-knacker-thrasher-apple-banger-horowitz-ticolensic-grander-knotty-spelltinkle-grandlich-grumblemeyer-spelterwasser-kurstlich-himbleeisen-bahnwagen-gutenhabend-bitte-ein-nurnburger-bratwustle-gerspurten-mitz-weimache-luber-hundsfut-gumberaber-shonendanker-kalbsfleisch-mittler-aucher von Hautkopt of Ulm, Johann's only surviving relative in this touching profile. Also, a man talks about the place of the nude in his bed.

11.59 AN APOLOGY

Sorry, the place of the nude in art.

12.00 TIMMY WILLIAM'S COFFEE TIME

Live from Woppi's in Holborn.

12.30 A SHORT INTERMISSION

12.31 HISTORICAL IMPRESSIONS

Wally Wiggin introduces Cardinal Richelieu and his impression of Petula Clark, Roman Emperor Julius Caesar as Eddie Waring, the very lovely Florence Nightingale as Brian London, WC Grace as a music box, and Napoleon as the R101 disaster.



Emmental

1.01 A MEDIUM-SIZED INTERMISSION

1.05 PROBE AROUND

Looks at crime, with Inspector Harry H 'Snapper' Organs of 'H' Division who encourages magic in the Police Force.

1.35 A WHOPPING GREAT INTERMISSION

2.30 ALL-ENGLAND SUMMARISE PROUST COMPETITION

From the Arthur Ludlow Memorial Baths, Newport. Live coverage of this extraordinary event in which each contestant has to give a brief summary of Proust's A La Recherche du Temps Perdu, once in a swimsuit and once in evening dress. Hosted by Arthur Mee.

3.00 FACE TO FACE

Talks to one of Britain's leading skin specialists, Raymond Luxury Yacht (better pronounced as Throatwobbler Mangrove).

3.30 PREJUDICE

Russell Braddon presents another half hour of hilarity, this week from the tiny village of Rabid in Buckinghamshire. Plus, the results of last week's competition to find a derogatory term for the Belgians, and that popular prejudiced panel game, Shoot The Poof.

4.00 PARTY HINTS

This week: Veronica tells you what to do if there is an armed communist uprising near your home when you're having a party.

4.30 IDEAL LOON EXHIBITION
Sponsored by The Daily Express. The 15th such exhibition features The Scotsman With Nae Trews exhibit, as sponsored by Natural Gas and Glasgow City Council. Highlight of this 14-day exhibition is a display of counter-marching given by the Massed Pipes And Toilet Requisites Of The Colwyn Bay Massed Pipes And Toilet Requisites Club.

5.30 UP YOUR PAVEMENT
By the Rev and Mrs AG Phipps, from an idea by Lord Carrington. Join our two happy-go-lucky rogues, taking life as it comes, sharing the good things and the bad things, finding laughter and fun where they go.

6.00 THE BISHOP
Starring the Reverend EP Nesbitt and introducing FB Grimsby Urqhart-Wright as The Voice Of God.

6.30 STORAGE JARS
On tonight's programme Mikos Antoniarkis, the Greek rebel leader who seized power in Athens this morning tells us what he keeps in his storage jars.

7.00 THE BRITISH SHOWBIZ AWARDS
Presented by HRH the Dummy Princess Margaret.

8.30 BRIAN CLOSE AT THE TALK OF THE TOWN
Variety for those who don't like it. With Brian Close.

9.30 A PARTY POLITICAL BROADCAST ON BEHALF OF THE CONSERVATIVE AND UNIONIST PARTY

9.35 THE MOST AWFUL FAMILY IN BRITAIN 1974
Sponsored by Heart Attacko Margarine. Heat Three: The Garabaldi family of Droitwich in Worcestershire, the holders of the East Midlands Most Awful Family Award (Lower Middle-Class Section), are joined by The Fanshaw-Chumleighs of Berkshire and The Jodrell family of Durham.

10.00 A PARTY POLITICAL BROADCAST ON BEHALF OF THE LIBERAL PARTY

10.05 THE NEWS AT TEN
With Reginald Bosanquet.

10.30 FACE THE PRESS
An examination of two different views of contemporary things.

11.00 WHICKERS WORLD
With Alan Whickers.

11.30 FRONTIERS OF MEDICINE
Part Two: The Gathering Storm. What relevance do penguins have to the furtherance of medical science?


Esrom

12.00 ON THE COUCH
Psychiatry. This Week: Hamlet.

12.30 FILM -ROGUE CHEDDAR (1967) *One of the first of the Cheese Westerns, to be later followed by Gunfight At The Gruyere Corral, Ilchester 73, and The Cheese Who Shot Liberty Valence.*

2.00 FILM - GARDENING CLUB (1958) *Ken Russel at his licentious and lustful best. Fondly remembered for its erotic climatic orgy between a city gent, two nuns, two Vikings, a Gumby, a pantomime goose and more - all at high speed.*

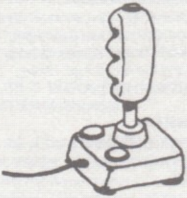
3.00 FILM - WUTHERING HEIGHTS (1966) *The Semaphore version, as presented by 20th Century Vole.*

JORDAN'S NOVELTIES



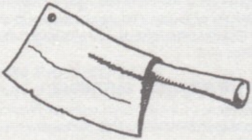
Guaranteed amusing. As used by the crown heads of Europe. Has brought tears to the eyes of Royalty.

THE HEARTY HORNET



Light up the eyes of the one you love with this fetching new joystick. When the firebutton is pressed, a jet of flame shoots out of the shaft. Breaks the ice at parties.

HACKING UTILITY

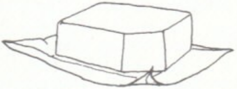


A 12-inch rubber cleaver that packs a surprising punch - it's made of finest Sheffield Steel. Amiable abattoir antics for all the computer-literate family. Breaks the ice at hacking parties.

FRIGHTEN THE ELDERLY



Guaranteed to break the ice at parties. Real bugs! Imported from the tropics. Guaranteed venomous beyond cure. Laugh as Gran thrashes about in sheer agony before she snuffs it. Music supplied.



WHIZZO BUTTER

Yes, mothers, new improved Whizzo butter containing 10% more less is absolutely indistinguishable from a dead crab. Remember, buy Whizzo butter and go to HEAVEN!

"I can't tell the difference between Whizzo butter and this dead crab."
Mrs Pepperpot

"It's true, I can't!"
Mrs Thong



CRELM TOOTHPASTE

With the new miracle ingredient, Fraudlin, for 100% protection. Yes, do like all smart motorists. Choose Crelm toothpaste!



GIANT TEDDY BEARS

What a cuddle. This wonderful Bear is 34in. tall in either Golden Brown, Beauty Pink or Sky Blue Rich Silky Fur Plush. Will stand up or sit down. Finished with growler voice and wide satin bow at neck. Worth 63/- each retail.

Our Price **32/6** Each (Post 3/-)

TOY FUR POODLES

Covered in Real White Fluffy Fur. Its Saucy Face will give delight to every dog lover. Stands firmly on its four feet and trimmed with pretty ribbon bow at neck and top knot. Makes a lovely toy or car mascot. Over 11" tall and 12" from tail to nose. Worth 50/- in any high-class store.

Our Price **14/9** Each (Post 2/3)



POST YOUR ORDER NOW!

FOR THE very best in alimentary delights, come to the Grillomat Snack Bar, Paignton.

COME TO WHERE THE SPAM IS... The Green Midget Cafe, Bromley. Home to spam and occasional Viking hordes.

FOR THE VERY BEST IN TOILET REQUISITE-T-T-T-T-T-S... Come to The Not At All Naughty Chemists Ltd, Kensington. New aftershaves now in stock: Sea Mist, Musky Mimmo, Halibut, Sea Bass, Mackerel, Cod, Hake, Parrot, and Skate (With A Hint Of Prawn). Plus! Woo the women of your dreams with Crab, Tiger, And Almonds aftershave.

FOR THE VERY BEST CUISINE IN TOWN... Why not visit the La Gondola Restaurant, just two minutes from this programme. The manager Mr Luigi Vercotti will be pleased to welcome you and introduce you to a wide variety of famous Sicilian delicacies. Here you can relax in comfort in friendly surroundings. Or if you wish, you may drink and dance till midnight. At the La Gondola Restaurant you can sample all the spicy pleasures of the Mediterranean. The head waiter will be pleased to show you his delicacies. Or why not ask the cook for something really hot? Yes, for an evening you will never forget - it's the La Gondola Restaurant, Chelsea, Parkhurst, Dartmoor and the Scrubs.

SMALL white pussycat for sale. Excellent condition.

PRAM for sale. Any offers. Good condition.



Gorgonzola

THONG! A high-class nightclub for the Gentry. International Cuisine, cooking, top-line acts, and not a cheap clip joint for picking up tarts. Biggleswade awaits!

GOT TO KNOW IT?
GET A POET!

"A host of golden daffodils
Beside the lake, beneath the trees
Fluttering and dancing in the breeze..."

Just imagine! A poet of your very own, in your home!

**Poets are clean and warm
And most are far above the norm
Whether here or on the roam
Have a poet in every home!**

"A poet is essential for complete home comfort, and all-year round reliability at low cost. We in the East Midlands Poet Board hope to have a poet in every home by the end of the next year!"

Sales Manager, East Midlands Poet Board

CHOOSE FROM...

Hardy
Shelley
Wordsworth
Tennyson
Swinburne
AND MANY MORE!

COME TO MALDEN!



THE LONDON BOROUGH!

GATEWAY TO INDUSTRY!

45% INTEREST FREE LOANS!

Find a rich and pleasant land beyond the mountains, the land where golden streams sing their way through fresh green meadows. Where there are halls and palaces, and excellent swimming pools and one of the most attractive bonus incentive schemes for industrial development in the city. Only 15 minutes from excellent Thames-side docking facilities and within easy reach of the M25.

"Welcome to Malden. Yes, everyone is welcome to North Malden, none more so than the businessmen and investors who shape our society of the future."
Mr Arthur Huddinut, Local Solicitor And Mayor



Stop that!

It's silly! Now, I've noticed a tendency for this manual to get rather silly. Now, nobody likes a good laugh more that I do... except perhaps my wife and some of her friends... oh yes and Captain Johnston. Come to think of it most people like a good laugh more than I do. But that's beside the point. Now, let's have some good clean healthy instructions.

DON'T LOOK DOWN! JOIN UP!



"You don't believe I'm a policeman, do you? Well, what am I wearing on my head, eh? Yes, a policeman's helmet. See that little number on the helmet? It's a Metropolitan Area Identification Code. No helmet is authentic without that number. Kids' helmets, helmets you get in toy shops, helmets you buy at Christmas. None of them has that number. None of them is authentic. Mind you I didn't join the police force just to wear the helmet you know. That just happens to be one of the little perks. There are plenty of jobs where I could have worn a helmet, but not such a nice helmet. This helmet, I think, beats even some of the more elaborate helmets worn by the Tsar's private army, the so-called Axi red warriors. Their helmets were not unlike the bobby's helmet in basic shape. It had an emblem, and three gold - and in those days it really was gold, that's part of the reason the Tsar was so unpopular - three gold bands surmounted by a golden eagle on the apex. Pretty nice helmet, eh! I think the domed helmet wins every time over the flattened job, you know, even when they're three cornered. Now, the Chaldeans, who used to inhabit the area in between the Tigris and Euphrates rivers, their helmets were of the modular retrained kind of type..."

THE NEWS IN BRIEFS!



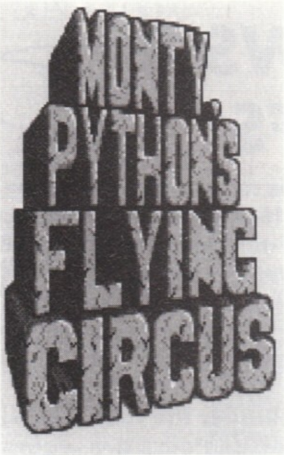
Gouda

A Battersea man today lost his mind. During routine surgery at Dr Enid Gumby's Harley Street practice, Mr DP Gumby's brain burst. Four separate pieces of brain were seen to escape, complaining of "cramped conditions and overcrowding." When questioned, Mr Gumby said: "I would like to hear the sound of two bricks being bashed together."

Mr Gumby is currently searching for the four pieces, and is armed with a supply of fish. Police are urging the public to "keep 'em peeled." Foul play is not suspected.



We have just learned that four pieces of brain, which escaped from Mr DP Gumby earlier today, have been abducted. The kidnappers are demanding a ransom of 16 tins of spam for each piece. It's understood that Mr Gumby is currently attempting to raise the necessary amount.



THE GAME

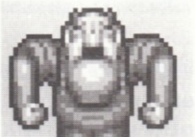
This game is a game of skill and fun. As games of skill and fun go, this is one of the skillest and funnest games you could ever wish to meet.

You control Mr DP Gumby, and, understandably, you have to get back his four pieces of brain. This is not easy. If it was, this game would not be a game of skill and fun, now would it?

There are four skill and fun levels to this game. A piece of brain is being held on each skill and fun level. The levels are all quite different in a skill and fun sort of way, but all of them have things in common. Good things like sausages, eggs, beans, spam (skill) and cheese (fun) and bad things like dead parrots.

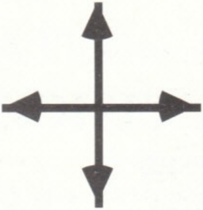
Because each level is quite different in a skill and fun sort of way, Mr Gumby cannot always walk. So, his body is changed to suit the surroundings. Like on the first level, where he is changed into a fish to swim in the maze-like underwater caverns.

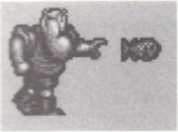
When the level runs out and there is no more, Mr Gumby is changed back to normal (well, normal for him) and he is sick. All the good things picked up along the way go in a big hole and are counted for points. Best of all though, if you got 16 lots of spam Mr Gumby can have a piece of brain back. Then you have to do it all again.





Havarti





FIRE = THROW A FISH



Mozzarella

AN ARGUMENT FOR 16-BIT PEOPLE ONLY

Here's a fun game to pass the time. Before Gumby is sick he can get lots more points by arguing with a Minister For Pointless Arguments. The longer you keep the argument going, the more points you get.

HOW TO ARGUE

Simply contradict everything (nothing) the Minister says by moving the joystick in the opposite direction.

BEWARE!

Agree with the Minister or hesitate too long and he calls time. That means no more points.

VITALITY

When this bar is empty, a life is lost. This bar goes down when Gumby hits bad things and goes up when he gets good things.

LIVES

Gumby has only three so be careful. An extra life is awarded for every 10,000,000 points lost.

SPAM COUNT

Shows the amount of spam collected.

SCORE

Starts at 99,999,999 points and counts down. The lower the score the better.

SECRET BONUSES

Throw fish at very silly places and you may get special bonus points.



Provolone

BE QUICK!

Bonus points are awarded for being quick to complete a level.

CHEESE

Shoot them with fish. Bonus points are given for every cheese exploded. Explode all the cheese on each level for extra bonus points.

BAD THINGS

There are many found on each level. Shoot them for points or avoid them. Some do not like to be avoided and some are bigger and badder than others. Some need to be hit with more fish than others before they blow up. All of them are bad because they hurt Gumby and drain his Vitality.

BONUS SCREENS

Go up and down and in and out of all the holes you find. You may be really lucky and find a secret hidden screen, where Mr Gumby's head is stuck on a bouncy boot. Bounce on the food and blocks of cheese, avoiding the chasm below for as long as possible.

SILLIEST SCORERS

Silliest scorers get to see their names in lights. Move the joystick left and right to make the finger go in the same direction. Press the firebutton to poke the letters and things.

AND NOW...
...ASSOCIATED MERCHANDISE

VIDEO

Live At Drury Lane
The Series
And Now For Something Completely Different
Monty Python And The Holy Grail
The Life Of Brian
The Meaning Of Life

Jabberwocky



Raclette

BOOKS

Monty Python's Big Red Book
Monty The Brand New Python Papperbok
Monty Python And The Holy Grail
Monty Python's Life Of Brian
Monty Python's Flying Circus: Just The Words VOLUME ONE
Monty Python's Flying Circus: Just The Words VOLUME TWO

Animations Of Mortality by Terry Gilliam

RECORD (CASSETTE, CD?)

YES!
OTHER

CHEESE

Available from all leading purveyors of dairy comestibles.

SPAM

Available from all reputable havens of alimentary wares.

FURTHER RECOMMENDED READING

Arthur Hotchkiss's Devonshire Country Churches
Bum Biters
Lord Lieutenant In Nylons
Piggie Parade
The Life And Times Of A Casual Greenbelt Commuter
Rainwear Through The Ages
Bridget - Queen Of The Whip
Fly Fishing by JR Hartley
Naughty Nora
Doug, Bob And Gordon Visit The Ark Royal
Sister Teresa - The Spanking Nun
The Dirty Hungarian Phrasebook (only available from Her Majesty's Stationery Office, price - a kiss on the bum)





Stilton

AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

It's...

SEX AND VIOLENCE!

No no no no no. It's...

OWL-STRETCHING TIME!

THE TOAD ELEVATING MOMENT?

A HORSE, A BUCKET, A SPOON?

GWEN DIBLEY'S FLYING CIRCUS?

Ah! It's...

MONTY PYTHON'S FLYING CIRCUS

Monty Python's Flying Circus was born in 1969, thanks to then producer Barry Took (perhaps best remembered for Points Of View). With a brief from the BBC to develop new comedy ideas, it was Took who formed the team we know and love... Cambridge graduates John Cleese and Graham Chapman (who had both been producing material for David Frost and Marty Feldman), and Oxford's Terry Jones and Michael Palin (who had been working on the kids' TV show Do Not Adjust Your Set, where they met Eric Idle and American animator Terry Gilliam). The legend was born and, eventually, so was the title (incidentally, the first two titles were subsequentiy used as show subtitles, while the third ended up as the title of a spoof show within the show).

Less than 50 shows were made between 1969 and 1974, creating a television series of only four seasons in length. Initially tucked away behind Omnibus, it wasn't until the third series (the last to feature John Cleese) that the BBC realised the enormity of it all. The show went on to become and international hit and particularly popular in America.

But great minds don't always think alike. The post mortems that followed the submission of each film or television script by its writer to the rest of the team were often brutal. Cleese and Jones' mutual dislike occasionally produced violent confrontations.

Sadly, on the eve of Python's 20th anniversary celebrations, Graham Chapman died from cancer. His former colleagues paid tribute in a style to which we have become accustomed - Jones called him "the biggest party-pooper of all time," while Palin described him quite simply as "a very, very silly man."

"Mummy, where does that big foot come from?"

"Hush child, you shouldn't ask such questions out loud. But I'll tell you anyway... That big foot comes from a painting by Angelo Bronzino (1503-1572), one of the most respected masters of Tuscan Mannerism who painted with supreme classical elegance, bringing out the abstract nature of form with a glossy marble-like sense of purity that only Ingres was to capture some three centuries later. See..."



WHAT PEOPLE HAVE SAID ABOUT THIS MANUAL

"Will you please leave me alone!"
Lord Lucan

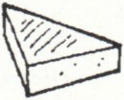
"Ping!"
Rock Tree

"Pong!"
Doris Dog

"Go on, hop off!"
Lord Lucan

"Something else!"
Richard Branson

"Out of sight!"
Stevie Wonder



Taleggio

"I thought that ending was a bit predictable."
Dr Will D Hartebeeste

"Yes indeed there was a certain lack of originality."
Algernon Crocodile

"There is equal humour in the conventional."
Julian Coelocanth

"Look out, there are llamas!"
Juan Fuego

"I think cement is more interesting than people think."
Professor Enid Gumby

DEUTSCH

DAS SPIEL

Dies ist ein Spiel, bei dem es um Geschicklichkeit und Spaß geht. Unter allen Geschicklichkeits- und Spaßspielen ist dies das geschickteste und lustigste, das Ihnen je untergekommen ist.
Sie übernehmen Herrn DP Gumby, und Sie müssen die vier Teile seines Gehirns wiederfinden. Das ist nicht so leicht wie sich's anhört. Sonst wäre es ja auch kein Spiel, bei dem es um Geschicklichkeit und Spaß geht, oder?
Es gibt vier Geschicklichkeits- und Spaßlevels in diesem Spiel. Ein Teil des Gehirns befindet sich auf jedem Geschicklichkeits- und Spaßlevel. Was die Geschicklichkeit und den Spaß betrifft, so unterscheiden sich alle Levels voneinander, einige Dinge wiederum sind allen Levels gemeinsam. Gute Dinge wie Würstchen, Eier, Bohnen, Spam (Geschicklichkeit) und Käse (Spaß) und schlechte Dinge wie tote Papageien.
Da jedes Level in Bezug auf Geschicklichkeit und Spaß ein bißchen anders ist, kann Herr Gumby nicht immer aufrechtgehen. Daher wird sein Körper den Umweltbedingungen angepaßt. Wie z.B. auf dem ersten Level, wo er sich in einen Fisch verwandelt, um die unterirdischen Höhlenlabyrinthe zu durchschwimmen.
Wenn das Level beendet ist und es nichts mehr zum Spielen gibt, so verwandelt sich Herr Gumby in seine normale Gestalt (d.h. was für ihn normal heißt) und es wird ihm schlecht. Alle guten Dinge, die er unterwegs aufgelesen hat, verschwinden in ein großes Loch, wo sie auf Punkte abgezählt werden. Wenn 16 Portionen Spam gesammelt wurden, kann Herr Gumby ein Stück seines Gehirns zurückhaben. Und dann geht's nochmal von vorne los.

EIN STREITGESPRÄCH NUR FÜR 16-BIT LEUTE

Dies ist ein lustiges Spiel zum Zeitvertreib. Bevor es Gumby schlecht wird, kann er mehr Punkte erwerben, indem er mit einem Minister für Sinnlose Streitgespräche diskutiert. Je länger das Streitgespräch dauert, desto mehr Punkte gibt's.

WIE MAN DISKUTIERT

Widersprechen Sie einfach allem (oder nichts), was der Minister sagt, indem Sie den Joystick in die entgegengesetzte Richtung bewegen.

ACHTUNG

Wenn Sie dem Minister zustimmen oder zu lange zögern, bricht er die Diskussion ab. Das heißt keine weiteren Punkte.

VITALITÄT

Wenn dieser Balken leer ist, ist ein Leben verloren. Der Pegel senkt sich, wenn Gumby auf schlechte Dinge trifft und geht nach oben, wenn Gumby gute Dinge sammelt.

LEBEN

Gumby hat nur drei Leben, Seien Sie also vorsichtig damit. Ein Extraleben wird pro 10.000.000 verlorene Punkte vergeben.

SPAM-ZÄHLUNG

Gibt die Portionen Spam, die gesammelt wurden, an.

PUNKTESTAND

Beginnt bei 99.999.999 Punkten und vermindert sich. Je niedriger der Punktestand, desto besser.

EXTRABONUS

Werfen Sie an sehr albernen Stellen mit Fisch um sich, und es kann sein, daß Sie einen Bonuspunkt erhalten.

ZACK, ZACK!

Bonuspunkte gibt's auch, wenn ein Level besonders schnell abgeschlossen wurde.

KÄSE

Mit Fischen abschießen. Für jeden getroffenen Käse gibt es Bonuspunkte. Sind alle Käse auf einem Level abgeschossen, so wird ein besonderer Extra-Spezialbonuspunkt vergeben.

SCHLECHTE DINGE

Davon gibt es auf jedem Level einige. Sie können entweder abgeschossen werden (gegen Punkte), oder man kann ihnen ausweichen. Manche haben es nicht gern, wenn sie ignoriert werden; manche sind großer und schlechter als andere. Wieder andere müssen mit mehr Fischen beschossen werden, bevor sie explodieren. Aber sie sind alle schlecht, da sie Gumby wehtun und seine Vitalität herabsetzen.

BONUS-SCREENS

Klettern Sie hoch und runter, rein und raus in alle Löcher, die Sie sehen können. Vielleicht haben Sie Glück und finden einen verborgenen Screen, auf dem Herrn Gumbys Kopf auf einem

springenden Stiefel steckt. Springen Sie auf die Lebensmittel und Käsestücke und versuchen Sie, nicht in den Abgrund zu fallen.

VÖLLIG ALBERNE PUNKTESTÄNDE

Leute mit dem albernsten Punktestand werden ihren Namen in Leuchtschrift sehen. Bewegen Sie den Joystick nach links und rechts, um den Finger in dieselbe Richtung gehen zu lassen. Drücken Sie den Feuerknopf, um in den Buchstaben und Dingen herumstochern zu können.

UND HIER DIE NACHRICHTEN

Ein Mann aus Battersea verlor heute Morgen seinen Verstand. Während einer Routine-Operation in Dr. Enid Gumbys Praxis in Harley Street platzte Herrn DP Gumbys Gehirn. Vier verschiedene Gehirnteile entkamen, nachdem sie sich über »beengte Verhältnisse und Überlastung« beklagt hatten. Als Mr. Gumby zu diesen Vorkommnissen um eine Stellungnahme gebeten wurde, meinte er: »Ich würde nun gerne hören, wie zwei Ziegelsteine aufeinandergeschlagen werden.«

Mr. Gumby befindet sich zur Zeit auf der Suche nach den vier Teilen seines Gehirns und ist mit einem Vorrat an Fischen ausgerüstet. Die Polizei hat die Bürger aufgefordert, die Augen offen zu halten. Foul Play wird bisher nicht vermutet.

EINE KURZMELDUNG!!

Wir haben gerade erfahren, daß die vier Teile des Gehirns, die heute Morgen Herrn DP Gumby abhanden kamen, entführt worden sind. Die Kidnapper verlangen ein Lösegeld von 16 Dosen Spam für jedes Gehirnteil. Wie uns mitgeteilt wurde, ist Herr Gumby bemüht, den geforderten Betrag aufzubringen.

WIE SIE DIESES SPIEL IN IHREN COMPUTER KRIEGEN

COMMODORE 64 - KASSETTE

Alle an Ihren Computer angeschlossenen Geräte außer Monitor oder Fernsehgerät abtrennen. Schalten Sie Ihren Commodore 64 ein. Halten Sie eine der SHIFT-Tasten gedrückt, während Sie die RUN/STOP-Taste drücken. Wenn die Aufforderung PRESS PLAY ON TAPE erscheint, Kassettengerät einschalten. Das Programm wird nun automatisch geladen.

COMMODORE 64 - DISKETTE

Alle an Ihren Computer angeschlossenen Geräte außer Laufwerk, Monitor oder Fernsehgerät abtrennen. Schalten Sie Ihren Commodore 64 ein. LOAD "*",8,1 eintippen und RETURN-Taste

drücken. Das Programm wird nun automatisch geladen.

SPECTRUM

Die Kassette *Monty Python's Flying Circus* in das Kassettengerät eingeben und den Computer einschalten. Die J-Taste drücken, um LOAD erscheinen zu lassen. Nun SYMBOL SHIFT niedergedrückt halten und 'P' zweimal drücken. Wenn LOAD"" auf dem Bildschirm erscheint, ENTER drücken und dann die PLAY-Taste auf dem Kassettengerät. Das Programm wird nun automatisch geladen.

SPECTRUM 128

Die Kassette *Monty Python's Flying Circus* in das Kassettengerät eingeben und den Computer einschalten. Die eingebaute Ladefunktion benutzen und die PLAY-Taste auf dem Kassettengerät drücken. Das Programm wird nun automatisch geladen.

SPECTRUM +3

Die Kassette *Monty Python's Flying Circus* in das Kassettengerät eingeben und den Computer einschalten. Die eingebaute Ladefunktion benutzen. Das Programm wird nun automatisch geladen.

AMSTRAD KASSETTE

Die Kassette *Monty Python's Flying Circus* in das Kassettengerät eingeben und den Computer einschalten. Die CTRL-Taste gedrückt halten und die kleine ENTER-Taste drücken. Die PLAY-Taste auf dem Kassettengerät drücken. Das Programm wird nun automatisch geladen. Oder RUN"" eintippen und die ENTER-Taste drücken, bevor die PLAY-Taste auf dem Kassettengerät gedrückt wird.

AMSTRAD DISKETTE

Die Diskette *Monty Python's Flying Circus* in das Laufwerk eingeben. Die SHIFT-Taste gedrückt halten und '@' drücken, dann CPM eintippen. Die RETURN-Taste drücken, damit das Spiel automatisch geladen werden kann.

COMMODORE AMIGA

Alle an Ihren Computer angeschlossenen Geräte außer Monitor oder Fernsehgerät abtrennen. Die Diskette *Monty Python's Flying Circus* in das Laufwerk eingeben und den Amiga einschalten. Das Programm wird nun automatisch geladen.

ATARI ST

Alle an Ihren Computer angeschlossenen Geräte außer Monitor oder Fernsehgerät abtrennen. Die Diskette *Monty Python's Flying Circus* in das Laufwerk eingeben und den ST einschalten. Das Programm wird nun automatisch geladen.

IBM PC UND KOMPATIBLE GERÄTE

Es gibt zwei Versionen des Programms. Eine auf zwei 5 1/4-Zoll Disketten und eine andere mit einer 3,5 Zoll-Diskette. Schalten Sie Ihren Computer ein und gehen Sie zur DOS-Ebene (d.h. zur C>-Anforderung). Die erste Diskette *Monty Python's Flying Circus* in das Laufwerk A eingeben und sozusagen die Tür schließen. A: eintippen und die RETURN-Taste drücken, um Zugang zur Floppy Disk zu erhalten. Jetzt haben Sie zwei Möglichkeiten. Sie können das Spiel entweder auf Ihre Festplatte (C:) installieren oder es von den beiliegenden Disketten betreiben. Wenn Ihr Computer eine Festplatte hat, empfehlen wir, das Programm auf die Festplatte zu installieren. Bei Problemen mit der Festplatte können Sie das Programm erneut von den Disketten installieren.

FESTER SPASS

Nach der C>-Aufforderung öffnen Sie ein Verzeichnis, in das das Spielprogramm installiert werden kann, indem Sie md<NAME DES VERZEICHNISSES> eintippen und dann die RETURN-Taste drücken - so z.B. md PYTHON (RETURN). Nun A: (RETURN) eingeben, um zu den Disketten zurückzukehren. Nach der A>-Anforderung PINST C:\<NAME DES VERZEICHNISSES> CGA oder EGA (RETURN) eingeben. Das Programm wird nun in das Verzeichnis installiert. (Anmerkung: Benutzer von 5 1/4 Zoll-Disketten werden während der Installation aufgefordert, die zweite Diskette einzugeben.) Die Eingabefolge PINST C:\PYTHON EGA wird zum Beispiel eine EGA-Version des Spiels *Monty Python's Flying Circus* im Verzeichnis PYTHON auf der Festplatte installieren. Um das Spiel nach der C>-Aufforderung beginnen zu können, cd<NAME DES VERZEICHNISSES> (RETURN) eintippen, um in das entsprechende Verzeichnis zu gelangen (in diesem Beispiel: cd PYTHON). Nun entweder PCGA oder PEGA eintippen für die CGA- oder EGA- Version.

FLOPPY-SPASS

Es ist etwas einfacher, das Spiel von den Floppies zu spielen, doch besteht, wie schon erwähnt, die Gefahr einer Beschädigung der Disketten. Einfach PCGA oder PEGA nach der A>-Anforderung eingeben, und das Spiel wird automatisch geladen.

HEY!

Die Besitzer eines AdLib-Soundboards haben wirklich Glück, denn sie können es für dieses Spiel

benutzen. Um Monty *Python's Flying Circus* mit AdLib-Sound spielen zu können, einfach LEERTASTE/A nach dem erforderlichen EXEcute-Befehl eingeben. Um zum Beispiel mit EGA und AdLib zu spielen, müssen Sie PEGA /A eingeben und dann die RETURN-Taste drücken.

MOMENT NOCH ...

Besitzer eines Geräts der Tandy 1000-Serie sollten Ihre Maschine einschalten, die Diskette *Monty Python's Flying Circus* in das Laufwerk eingeben und »die Tür schließen«. Nach der A>-Anforderung PYTHON oder PYTHON /A für AdLib-Kompatibilität eingeben und nun die RETURN-Taste drücken.

DAS KÄSELADEN-SPIEL

Dieses neue aufregende Spiel ist eine kostenlose Beilage zu dieser aufregenden neuen Software. Spaß für die ganze Familie, auch für Oma und Opa. Die Spielregeln sind einfach (und lustig) und gehen so: Sie sind Mr. Mousebender der Kunde und der Computer ist Henry Wendsleydale, Lieferant erlesener Käsesorten für den Adel und auch die notleidende Bevölkerung und Besitzer des Ye *Olde Cheese Emporium* . Mr. Wendsleydale wird Ihnen einen Käse zeigen und Sie müssen ihm sagen, um welche Sorte es sich handelt. Dies geschieht unter ungeheurer Begeisterung und indem man den Joystick nach rechts oder links bewegt, bis der richtige Name erscheint. Nun ist der Augenblick der Wahrheit gekommen. Drücken Sie den Feuerknopf. Wenn Mr. Wendsleydale mit Ihrer Wahl einverstanden ist, gewinnen Sie und dürfen nochmal raten. Ist Mr. Wendsleydale mit Ihrer Wahl nicht einverstanden, dann haben Sie falsch geraten und dürfen es nochmal versuchen. Wenn Mr. Wendsleydale mehr als zweimal mit Ihrer Wahl nicht einverstanden ist, ist das Spiel aus und Sie müssen nochmal laden und das Spiel ganz von vorne beginnen. Wenn Mr. Wendsleydale mehr als zweimal mit Ihrer Wahl einverstanden ist, dann ist das Spiel vorbei und Sie müssen ein Pfänderspiel spielen.

DAS PFÄNDERSPIEL

Die Pfänder im Käseladen werden von Mr. Wendsleydale gewählt, der, neben seinem niederregenden, umfassenden Wissen über Molkereiprodukte, auch ein Liebhaber eines teuflisch-heimtückischen Partyspiels ist, das in dieser Form seit der Spanischen Inquisition in der ersten Hälfte, oder war es die zweite Hälfte irgendeines Jahrhunderts, nicht mehr erlebt wurde. Oder er zwingt Sie, statt dessen *Monty Python's Flying Circus* zu spielen.

WIE DEM AUCH SEI!

Besitzer von IBM PCs und kompatiblen Geräten sind in der glücklichen Lage, trotz ihrer mangelnden Kenntnisse von Käsesorten das Pfänderspiel spielen zu dürfen, nur halt ein bißchen langsamer als gewöhnlich.

FRANCAIS

LE JEU

Ce jeu est un jeu d'adresse et de distraction. Ce jeu est celui qui demande le plus d'adresse , il est aussi le plus distrayant du genre, celui dont vous avez toujours rêvé.
Vous contrôlez Mr DP Gumby, et, vous vous en doutez, vous essayez de récupérer les quatre parties de son cerveau. Cela ne va pas être facile.
Si ça l'était, ce jeu ne serait ni un jeu d'adresse, ni un jeu de distraction, n'est-ce pas?
Ce jeu est composé de quatre niveaux d'adresse et de distraction. Un morceau de cerveau est retenu à chaque niveau. Les niveaux sont tous assez variés surtout du point de vue adresse et distraction, cependant ils ont tous quelque chose en commun. Du bon comme les saucisses, les oeufs, les haricots blancs, la mortadelle (adresse) et le fromage (distraction), et du mauvais comme les perroquets morts.
Du fait que les niveaux soient assez différents du point de vue adresse et distraction, Mr Gumby ne peut pas toujours marcher. Son corps se transforme donc en fonction du décor. Comme par exemple, au niveau 1, où il se change en poisson pour parcourir à la nage des cavernes subaquatiques qui forment un véritable dédale.
Lorsque vous parvenez à la fin d'un niveau , qu'il ne reste plus rien, Mr Gumby redevient normal (enfin, si on veut) et il vomit. Toutes les bonnes choses qu'il a récolté sur son chemin finissent dans un grand trou et viennent améliorer votre score. Mais le plus intéressant, c'est que si vous avez obtenu 16 boîtes de mortadelle, Mr Gumby peut récupérer un morceau de son cerveau. Vous devez ensuite recommencer à zéro.

UN DEBAT POUR CEUX QUI ONT UN 16 BITS

Voici un drôle de jeu pour passer le temps. Avant que Gumby ne vomisse, il a la possibilité d'obtenir encore plus de points en discutant avec le Ministre des Débats Inutiles. Plus le débat dure, plus vous marquez de points.

COMMENT DEBATTRE

Vous n'avez qu'à contredire tout (rien) ce que dit le Ministre en déplaçant le joystick dans la direction opposée.

ATTENTION !

Il vous suffit d'être d'accord avec le Ministre ou d'hésiter trop longtemps pour qu'il arrête la session. Vous ne pouvez donc plus marquer.

VITALITE

Chaque fois que cette barre se trouve vide, une vie est perdue. Cette barre se vide lorsque Gumby se heurte à du mauvais, et se remplit quand il acquiert du bon.

LES VIES

Attention! Gumby n'en n'a que trois. Une vie supplémentaire vous est remise chaque fois que vous perdez 10 000 000 points.

COMPTEUR DE MORTADELLE

Montre la quantité de mortadelle récupérée.

SCORE

Débute avec 99 999 99 points et va en diminuant. Moins vous avez de points mieux ça vaut.

BONUS SECRETS

Lancez des poissons dans des endroits loufoques et vous aurez peut-être droit à un bonus.

SOYEZ RAPIDE

Les bonus seront remis à ceux qui terminerons rapidement un niveau.

LES FROMAGES

Abattez-les à coup de poisson. Chaque fois qu'un fromage explosera vous aurez droit à un bonus.

LES MAUVAIS

Vous en trouverez à tous les niveaux. Abattez-les pour marquer des points ou évitez-les. Certains n'aiment pas qu'on les évite et certains sont plus gros et plus méchants que d'autres. Il faudra utiliser plus de poisons pour faire exploser certains d'entre eux. Ils sont tous mauvais car ils font du mal à Gumby et diminuent sa Vitalité.

LES ECRANS BONUS

Entrez et sortez de tous les trous que vous touverez, parcourez-les de haut-en-bas. Vous aurez peut-être de la chance et découvrirez un écran secret, sur lequel la tête de Mr Gumby est accrochée à une botte de caoutchouc. Rebondissez sur la nourriture et sur les morceaux de fromage, en évitant le gouffre en-dessous aussi longtemps que possible.

LES GAGNANTS LES PLUS BETES

Les gagnants les plus bêtes auront la chance de pouvoir faire apparaître leurs noms à l'écran. Déplacer le joystick de gauche à droite pour que le doigts suive la même direction. Appuyez sur la touche feu pour choisir les lettres et autres choses.

LES NOUVELLES EN BREF

Un habitant de Battersea a perdu la tête ce matin. Lors d'une opération de routine au cabinet du Docteur Enid Gumbys, Harley Street, la tête de Mr DP Gumby a explosé. Quatre morceaux de son cerveau se sont échappés, se plaignant d'être trop à l'étroit dans cet environnement surchargé. Quand on l'a questionné, Mr Gumby a répondu: "J'aimerais entendre le son que font les briques lorsqu'on les frappe les unes contre les autres."

A l'heure actuelle, Mr Gumby est à la recherche des quatre morceaux , armé d'un stock de poissons. La police demande à la population "d'ouvrir l'oeil". Il s'agirait bien d'un accident et non pas d'un acte prémédité.

FLASH SPECIAL

Nous venons d'apprendre que quatre morceaux de cerveau, qui avaient échappé à Mr DP Gumby ce matin, ont été enlevés. Les kidnappeurs demandent une rançon de seize boîtes de mortadelle pour chaque morceau. On nous dit que Mr Gumpy est déjà en train d'essayer de se procurer la quantité nécessaire.

COMMENT CHARGER CE JEU

COMMODORE 64 CASSETTE

Débranchez tous les périphériques externes à l'exception du moniteur ou de votre écran télé. Allumez votre Commodore 64. Gardez la touche SHIFT enfoncée et appuyez sur la touche RUN-STOP. Appuyez sur la touche PLAY du magnétophone lorsque votre ordinateur vous en donnera l'ordre. Le programme se chargera et se déroulera automatiquement.

COMMODORE 64 DISQUETTE

Débranchez tous les périphériques externes à l'exception du lecteur et du moniteur ou écran télé. Allumez votre Commodore 64. Tapez LOAD "*",8,1 et appuyez sur RETURN. Le programme se chargera et se déroulera
automatiquement.

SPECTRUM

Insérez le Cirque Volant de Monty Python dans votre cassette et mettez en marche votre

Spectrum. Appuyez sur la touche "J" pour faire apparaître le mot LOAD. Gardez la touche SYMBOL SHIFT enfoncée puis tapez "P" deux fois. Lorsque LOAD"" apparaîtra sur votre écran, appuyez sur ENTER et enfoncez la touche PLAY du magnétophone, le jeu se chargera et se déroulera automatiquement.

SPECTRUM 128

Insérez le Cirque Volant de Monty Python dans votre magnétophone et allumez votre Spectrum. Utilisez le système de chargement du disque pour que le jeu se charge et se déroule automatiquement.

AMSTRAD CASSETTE

Insérez le Cirque Volant de Monty Python dans votre cassette et allumez votre Amstrad. Gardez la touche CTRL enfoncée et appuyez sur la petite touche ENTER. Appuyez sur la touche PLAY de votre magnétophone , le jeu se chargera et se déroulera automatiquement. Où encore, tapez RUN"" et appuyez sur ENTER avant d'appuyez sur la touche PLAY de votre magnétophone.

AMSTRAD DISQUETTE

Insérez le Cirque Volant de Monty Python dans votre unité de lecture. Gardez la touche SHIFT enfoncée et appuyez sur @, puis tapez CPM. Appuyez sur RETURN et le jeu se chargera et se déroulera automatiquement.

COMMODORE AMIGA

Débranchez tous les périphériques externes à l'exception du moniteur ou de l'écran télé. Insérez le Cirque Volant de Monty Python dans l'unité de lecture et allumez votre Amiga. Le programme se chargera et se déroulera automatiquement.

ATARI ST

Débranchez tous les périphériques externes à l'exception du moniteur ou de votre écran télé. Insérez le Cirque Volant de Monty Python dans l'unité et allumez votre ST. Le programme se chargera et se déroulera automatiquement.

IBM PC & COMPATIBLES

Il existe deux versions de ce programme. Une incarnation bi-disque de type 5 1/4", et un équivalent uni-disque de type 3 1/2". Allumez votre PC et tapez DOS (c.à.d. : Amorcez le message C>). Insérez le Cirque Volant de Monty Python dans le lecteur A et fermez la porte, comme dirait l'autre. Tapez A: et appuyez sur RETURN pour amorcer la disquette. Vous avez

maintenant deux possibilités. Soit vous installez le jeu sur votre dique rigide (C:), soit vous le passez sur les disquettes souples fournies. Si vous possédez une unité à disque rigide nous vous recommandons d'y installer le programme et de jouer sur celle-ci. En cas de détérioration, vous pourrez toujours réimplanter le programme à partir des disquettes souples.

DIVERTISSEMENT SUR DISQUE RIGIDE

Au message C>, créez un catalogue où vous pourrez installer le jeu en tapant md <NOM DU CATALOGUE> puis appuyez sur la touche RETURN - par exemple, md PYTHON (RETURN). Maintenant, tapez A: (RETURN)pour amorcer la disquette. Au message A>, tapez PINST C:\<NOM DU CATALOGUE> CGA ou EGA (RETURN). Le programme va s'installer dans le catalogue (NB! Ceux qui possède un 5 1/4" verront apparaître le message: insérez la Disquette numéro 2 au cours de l'installation). Par exemple, PINST C:\PYTHON EGA installera une version EGA du Cirque Volant de Monty Python dans le catalogue PYTHON sur le disque dur. Pour dérouler le jeu au message C>, tapez cd <NOM DU CATALOGUE> (RETURN) afin d'entrer dans le catalogue approprié (dans ce cas, cd PYTHON). Enfin, tapez PCGA pour la version CGA ou PEGA pour la version EGA.

DISTRACTION SUR DISQUETTE

Il est encore plus facile d'utiliser ce jeu sur une disquette souple (mais, comme nous vous l'avons déjà signalé, le risque de détérioration est plus grand). Vous n'avez qu'à taper PCGA ou PEGA au message A> pour charger et dérouler le jeu.

HE! HO!

Ceux qui possède un AdLib Sound Board ont de la chance, car il accepte ce programme même. Pour accentuer le son du Cirque Volant de Monty Python sur votre AdLib, tapez tout simplement <SPACE>\A après la commande d'exécution demandée. Par exemple, pour utiliser EGA et AdLib, vous devez taper PEGA/A puis appuyer sur la touche RETURN.

AH! ET PUIS...

Ceux qui ont un Tandy 1000 devraient eux aussi se mettre à leur machine, et insérer la disquette du Cirque Volant de Monty Python numéro Un dans le lecteur et fermer la porte, comme dirait l'autre. Au message A>, tapez PYTHON ou PYTHON/A pour être compatible avec l'AdLib puis appuyez sur la touche RETURN.

JOUEZ AU MARCHAND DE FROMAGE!

Oui, ce nouveau jeu génial vous est offert GRATUITEMENT avec la nouvelle disquette qui est elle-

même géniale! Distraction pour toute la famille (vous aussi Grand-Mère)! Les règles sont simples (est drôles), les voici: vous êtes Mr Mousebender, le client, et votre ordinateur est Henry Wendsleydale, Marchand de Fromage Fin A l'Attention De La Bourgeoisie Et Des Pauvres Aussi, propriétaire de Aux Vieux Fromages. Mr Wendsleydale va vous présenter un fromage et vous devrez en donner le nom. Ceci se fera dans la bonne humeur, en bougeant le joystick à droite et à gauche jusqu'à ce que le nom du fromage présenté apparaisse. Puis vient la minute de vérité. Appuyez sur la touche feu. Si Mr Wendsleydale est d'accord avec votre choix, vous avez gagné et vous pouvez continuer. Si Mr Wendsleydale n'est pas d'accord avec votre choix, c'est que vous vous êtes trompé et vous pouvez continuer. Si Mr Wendsleydale n'approuve pas votre choix plus d'une fois, alors c'est la fin du jeu et vous devrez recharger et recommencer à zéro. Si Mr Wendsleydale tombe d'accord avec vous deux fois, le jeu est fini et vous aurez un gage.

LES GAGES

Les gages du Marchand de Fromage sont choisis par Mr Wendsleydale, qui, mis à part le fait qu'il sache tout sur les produits laitiers comestibles, est en fait plus que partial lorsqu'il s'agit d'un jeu diaboliquement sournois, une injustice qui ne peut être comparée qu'au règne terrifiant de l'Inquisition Espagnole à la fin ou peut-être au début d'un certain siècle. A part ça, il peut vous forcer à rejouer au Cirque Volant de Monty Python.

CEPENDANT!

Ceux qui ont un IBM PC (ou un ordinateur similaire) sont de petits veinards. Même si leurs connaissances en fromage sont inadéquates, ils auront malgré tout des gages, mais devront les exécuter un peu plus lentement que d'habitude.

ITALIANO

IL GIOCO

Questo è un gioco di abilità e buon umore. Di tutti i giochi di questo tipo, il nostro è quello che ha più abilità e diverte di più.

Tu controlli Mr DP Gumby, e ovviamente, devi recuperare i suoi quattro pezzi di cervello. Non è facile, ma se lo fosse non raebbe un gioco di abilità, no?

Nel gioco ci sono quattro livelli di abilità e comicità. In ognuno di questi, si trova un pezzo del cervello. I livelli sono tutti diversi, ma tutti hanno una cosa in comune. Buone cose, come salsicce, uova, fagioli, spam (abilità) e cacio (comicità), e cose cattive, come pappagalli morti.

Dato che ogni livello è diverso, non sempre Mr Gumby può camminare. Per cui il suo corpo

cambia per adattarsi all'ambiente. Come nel primo livello, dove si tramuta in un pesce per nuotare nel labirinto di caverne sottomarine.
Quando il livello finisce e non ce n'è più, Mr Gumby ritorna normale (beh, normale per lui) e si sente male. Tutte le buone cose raccolte lungo la strada finiscono in un grosso buco e vengono contate per il punteggio. Ma la cosa migliore è che, se hai 16 lotti di spam Mr Gumby riprende un pezzo di cervello. E quindi si ricomincia.

UNA DISCUSSIONE SOLO PER QUELLI CON 16-BIT
Ecco qui un gioco divertente per passare il tempo. Prima che Mr Gumby si senta male, può guadagnare un sacco di punti discutendo con un Ministro Per Le Discussioni Inutili. Più trascini a lungo la discussione, più punti ottieni.

COME DISCUTERE
Basta contraddire tutto (niente) quello che dice il Ministro, muovendo il joystick nella direzione opposta.

ATTENZIONE!
Se sei d'accordo col Ministro, o esiti troppo, scade il tempo e non fai più punti.

VITALITA'
Quando la barra è vuota, perdi una vita. La barra scende quando Gumby si imbatte in cose cattive, e sale quando prende cose buone.

VITE
Gumby ne ha solo tre, per cui stai bene attento. Ogni 10.000.000 di punti persi, viene assegnata una vita supplementare.

CONTEGGIO SPAM
Indica l'ammontare dello spam raccolto.

PUNTEGGIO
Inizia a 99.999.999 punti e conta alla rovescia. Più il punteggio è basso, meglio è.

PREMI SEGRETI
Tira pesci in posti stupidi, e puoi ottenere dei punti premio speciali.

SVELTO!
I punti premio vengono assegnati per essere svelti a finire un livello.

CACIO

Sparagli pesci. Per ogni cacio esploso, ottieni punti premio. Per punti premio supplementari, devi far esplodere tutti i caci di un livello.

COSE CATTIVE

Ce ne sono molte in ogni livello. Sparagli per far punti, o evitale. Alcune non gradiscono essere evitate e altre sono più grosse e cattive del solito. Alcune devono essere colpite con più pesci di altre, prima di saltare in aria. Tutte sono cattive perché fanno male a Gumby e gli esauriscono la Vitalità.

VIDEATE PREMIO

Vai su e giù e dentro e fuori tutti i buchi che trovi. Puoi essere davvero fortunato e trovare una videata segreta, dove Mr Gumby ha la testa incastrata in uno scarpone balzellante. Balza sul cibo e sulle forme di cacio, evitando il burrone più a lungo possibile.

I PIU' SCEMI

Quelli che fanno i punti più scemi, hanno il proprio nome al neon. Muovi il joystick a sinistra e a destra per far andare il dito nella stessa direzione. Premi il bottone di fuoco per infilzare le lettere ed altre cose.

NOTIZIE IN BREVE

Un uomo di Battersea oggi ha perso la testa. Durante una normale visita nell'ambulatorio di Harley Street del Dottor Enid Gumby, il cervello di Mr DP Gumby è esploso. Quattro diversi pezzi di cervello sono stati visti fuggire lamentandosi di essere costretti in "condizioni ristrette e di sovraffollamento". Interrogato, Mr Gumby ha dichiarato:"Mi piacerebbe sentire il suono di due mattoni sbattuti insieme".

Mr Gumby sta attualmente cercando i quattro pezzi, ed è armato di pesci. La Polizia raccomanda al pubblico di "fare il pesce in barile". Non si sospetta alcun crimine.

ULTIMA ORA!

Si è appena saputo che quattro pezzi di cervello, fuggiti oggi da Mr DP Gumby, sono stati rapiti. I rapitori chiedono un riscatto di 16 barattoli di spam per ogni pezzo. Si ritiene che Mr Gumby stia tentando al momento di procurarsi l'ammontare richiesto.

COME INFILARE QUESTO GIOCO NEL TUO COMPUTER

COMMODORE 64 CASSETTA

Stacca tutti i periferali esterni, eccetto il monitor o televisore. Accendi il Commodore 64. Tieni schiacciato SHIFT e batti il tasto RUN-STOP. Al sollecito, PREMI PLAY SUL REGISTRATORE. Il programma si carica e gira automaticamente.

COMMODORE 64 DISCO

Stacca tutti i periferali esterni, eccetto il monitor o televisore. Accendi il Commodore 64. Batti LOAD"*",8,1 e premi il tasto RETURN. Il programma si carica e gira automaticamente.

SPECTRUM

Inserisci la cassetta di Monty Python e accendi lo Spectrum . Premi il tasto J per far apparire LOAD (CARICA). Adesso tieni schiacciato SYMBOL SHIFT e premi due volte P. Quando appare LOAD"", premi INVIO e il bottone PLAY sul registratore per far caricare e girare automaticamente il gioco.

SPECTRUM 128

Inserisci la cassetta di Monty Python e accendi lo Spectrum . Usa la funzione di carico cassetta incorporata e premi il bottone Play sul registratore per far caricare e girare automaticamente il gioco.

SPECTRUM +3

Inserisci il dischetto di Monty Python nel drive e accendi il computer. Usa la funzione di caricamento disco incorporata per far girare e caricare automaticamente il gioco.

AMSTRAD CASSETTA

Inserisci la cassetta di Monty Python e accendi l'Amstrad. Tieni schiacciato CTRL e premi INVIO piccolo. Premi il bottone Play sul registratore per far caricare e girare automaticamente il gioco. Alternativamente, batti RUN"" e premi INVIO prima di premere il bottone Play sul registratore.

AMSTRAD DISCO

Inserisci il dischetto di Monty Python nel drive. Tieni schiacciato il tasto SHIFT e premi @, poi batti CPM. Premi RETURN per far caricare e girare automaticamente il gioco.

COMMODORE AMIGA

Stacca tutti i periferali esterni eccetto il monitor o televisore. Inserisci il dischetto di Monty Python nel drive e accendi l'Amiga. Il programma si carica e gira automaticamente.

ATARI ST

Stacca tutti i periferali esterni eccetto il monitor o televisore. Inserisci il dischetto di Monty Python nel drive e accendi il tuo ST. Il programma si carica e gira automaticamente.

IBM PC e COMPATIBILI

Sono disponibili due versioni dello stesso programma. Uno a due dischi da 5 1/4, e una a un disco da 3 1/2. Accendi il tuo PC e accedi al DOS (accedi al sollecito C>). Inserisci il dischetto di Monty Python nel drive A e chiudi lo sportello. Batti A: e premi RETURN per accedere al dischetto floppy. Adesso hai due opzioni. Puoi installare il gioco su disco rigido (C:), oppure eseguirlo dai dischetti floppy acclusi. Se hai una macchina con disco rigido, ti consigliamo di installare il programma ed eseguire da lì. Nel caso di corruzione, puoi sempre reinstallare il gioco dai dischetti floppy.

COMICITA' DURA

Dal sollecito C>, crea una directory in cui poter installare il gioco, digitando md<DIRECTORY NAME> seguito da RETURN - per esempio mdPYTHON (RETURN). Adesso batti A: (RETURN) per accedere al dischetto floppy. Al sollecito A>, digita PINST C:\<DIRECTORY NAME>CGA o EGA (RETURN). Il programma si installa da solo nella directory. NB- Gli utenti con dischi da 5 1/4 verranno richiesti di inserire il Dischetto Due durante l'installazione). Per esempio, PINST C:\PYTHON EGA installa la versione EGA di Monty Python nella directory PYTHON sul disco rigido. Per eseguire il gioco dal sollecito C>, batti cd<DIRECTORY NAME>(RETURN) per registrare la directory rilevante (in questo esempio, cd PYTHON).Adesso batti PCGA o PEGA rispettivamente per le versioni CGA o EGA.

COMICITA' MOSCIA

Eseguendo da dischetti floppy è ancora più facile (anche se, come detto prima, c'è un maggior rischio di corruzione). Basta battere PCGA o PEGA dal sollecito A> per caricare e girare il gioco.

EHI!

Gli utenti con una Scheda Sonora AdLib sono fortunati, perché il programma la supporta. Per eseguire Monty Python con un sonoro AdLib potenziato, basta battere <SPACE>/A dopo il comando obbliogatorio EXEcute. Per cui, ad esempio, per giocare con EGA e AdLib, occorre battere PEGA/A seguito da RETURN.

AH, E POI....

Gli utenti Tandy Serie 1000 devono accendere la macchina e inserire il dischetto 1 di Monty

Python.nel drive e chiudere lo sportello. Al sollecito A>, battere PYTHON o PYTHON/A per la compatibilità AdLib, seguito da RETURN.

GIOCARE A SALTACACIO!

Si, questo divertente giochetto è abbinato GRATIS al nostro eccitante software! Un divertimento per tutta la famiglia (anche per te Nonna!). Le regole sono semplici (e divertenti) e sono: tu sei Mr Mousebender il Cliente, e il computer è Henry Wendsleydale, Fornitore di Caci Pregiati a Gentiluomini e Poveracci, proprietario dell'Antico Emporio Caseario. Mr Wendsleydale ti mostra una forma di cacio e tu devi dire che tipo è. Questo si fa con divertimento, muovendo il joystick a destra e a sinistra fino a che non appare il nome del cacio. Adesso arriva il momento della verità. Premi il bottone di fuoco. Se Mr Wendsleydale concorda con la tua scelta, vinci e hai diritto a riprovare. Se non è d'accordo, perdi e devi riprovare. Se Mr Wendsleydale non concorda con te più di una volta, il gioco termina e devi ricaricare e iniziare da capo. Se invece concorda per due volte, il gioco finisce e hai fatto forfait.

FORFEITS

Questi sono scelti da Mr Wendsleydale, il quale, oltre alla sua invidiabile conoscenza di commestibili caseari, ha un debole per un diabolico giochetto di società, di cui non se ne era visto l'uguale dai tempi dell'Inquisizione Spagnola. In alternativa, ti forza a giocare Monty Python.

TUTTAVIA!

Gli utenti di IBM PC (e Compatibili) sono davvero fortunati. Anche se la loro conoscenza di caci è inadeguata, devono comunque giocare a Forfeit, solo un po' più piano del solito.



MONTY PYTHON'S FLYING CIR-CUS

℗ Virgin Mastertronic Ltd· 16 Portland Rd, London W11.
Tel (071) 727 8070 · Fax (071) 727 8965

Design by Eroc Ngised
Graphics by Nomis Sppihp
Sound by Dried Pram Void
Atari ST & Amiga Programming by Phimon Sipps
IBM PC & Compatibles Programming by Kohn Jirkland
Commodore 64 Programming by Lis Chrong
Spectrum & Amstrad CPC Programming by Pavid Dridmore
Playtesting by Tractor & Spoon

Manual Produced by ...a... ...e...
Fiddly bits and naughty scans Paps The Khartombi
Fish Supplied by Inigo Jones Fish Emporium

Made In The UKraine.



STOP!




THE END